BIM61/CIM61 — COMPUTER GRAPHICS AND WEB DESIGNING

Time : Three hours   Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. What is scan line algorithm?

2. Define: "Ellipse".

3. Write a note on clipping.

4. What you mean by rotation?

5. Define the term "Reflection".

6. State the advantages of computer animation.

7. Mention the advantages of HTML.

8. Define: "JavaScript".

9. Write a note on Servlets.

10. Give the functions of Tomcat servers.

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Determine the various attributes of characters.

Or

(b) Distinguish between the raster scan and random scan system.

12. (a) Summarize the principles of windowing.

Or

(b) Elaborate the co-ordinate reference frame with diagram.

13. (a) Point out the B–Spline curves and surfaces.

Or

(b) Describe the three-dimensional and stereoscopic views.

14. (a) How to define a form in HTML? Explain.

Or

(b) How will you declare array in JavaScript? Give example.

15. (a) What are the advantages of cascading style sheets? Explain.

Or

(b) Demonstrate the HTTP GET and POST requests in servlets.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Illustrate the circle generating algorithms with diagram.

17. Examine the various types of clipping.

18. Compare the parallel projections and perspective projections.

19. Explain the basics of HTML text formatting tags.

20. Discuss the steps to implement JDBC connectivity.